

CONCLUSION, RAMIFICATIONS, & SCOPE

The E-Commerce Role Playing Platform provides a forum of game playing that has yet to be broached by the video game or internet industries. Not only will this format of game play appeal to players of all ages, races, & sexes, it will single-handedly provide a forum for interactive, non-aggressive game play for members of the world wide web community. The platform has the potential for wide-scale distribution to numerous companies with the ability to give the public new material in a highly competitive genre. This format can be used to propagate imagination, encourage intelligent spending habits via player maintenance of the "game account," & generate revenue for companies while simultaneously contributing to the positive connection of people around the world. The market for the E-Commerce Role Playing Platform is universal and can be translated into any number of languages for the entertainment and the development of non-aggressive competition in other countries.

CLAIMS for this invention

A platform for game play within existing games or games developed around the E-Commerce Role Playing Platform:

- (a) providing interactive, multi-user game play via the internet that will generate revenue for a variety of already established & yet to be developed game companies focusing on this particular game platform
- (b) providing a character input that requires imagination, intelligence, & skill from the user and his/her opponent and promoting a forum for non-aggressive competition between players of all ages
- (c) storing a history of events, game play tactics, opponents defeated, & "game account" transactions for continued game play and learning through prior mistakes via the "game account", which is customized to suit each licensing company & subsequently, each player who establishes an account

ABSTRACT of this Invention

The E-Commerce Role Playing Platform concept runs solely via the world wide web. Like many other online, multi-user formats, it will operate through players being connected on a game server over the internet, with the licensing company serving as the game overseer and WebMaster Tools, Inc. operating as a third party service & maintenance provider.

Technically, the specific fantasy game that a licensing company chooses to apply the E-Commerce Role Playing Platform to will be programmed sufficiently to accept a large number of users at various levels of game play, allowing them interactive competition between players. The licensing company will be responsible for the creation of the fantasy game, the server upon which their game will operate, and the correct application of the E-Commerce Role Playing format to their particular game.

WebMaster Tools, Inc. will provide both a generic "game account" that can be customized for the licensing company and a merchant account that accepts payment for "game account"